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HOUSE KEEPING

http://todaysmeet.com/msrp_feb http://padlet.com/wall/lpqmc45m44





POLL EVERYWHERE

Please participate in a poll...





Text a CODE to 37607 Submit a CODE to http://PollEv.com



37607

http://www.polleverywhere.com/multiple_choice_polls/LTU1NzM2MTIwOQ



PRESENTATION OBJECTIVES

- Provide practical strategies for integrating technology into teaching and learning in the classroom
- Present best practices in technology use in the classroom
- Offer ideas on how to create meaningful lessons infused with technology to improve learning for students

IT'S NOT ABOUT THE TECHNOLOGY



Engagement



Self-directed Learning



Creativity & Innovation



Empowerment



Problem Solving & Critical Thinking

TECHNOLOGY & THE COMMON CORE STANDARDS

The College and Career Readiness standards that anchor the K-12 standards call for students to learn skills through technology and multimedia.

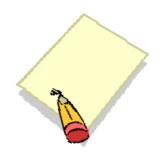


Mathematically proficient students should know which tools help them perform different tasks, according to the standards.

In English language arts, the standards call for students to use technology, including the Internet, to produce and publish writing, as well as to interact and collaborate with others. This includes writing blog posts and commenting on blogs.

Students should also be able to evaluate information presented in different media and formats, according to the standards. Along with evaluating information, they should be able to produce presentations with digital media.

DIGITAL CITIZENSHIP







DIGITAL CITIZENSHIP DEFINED

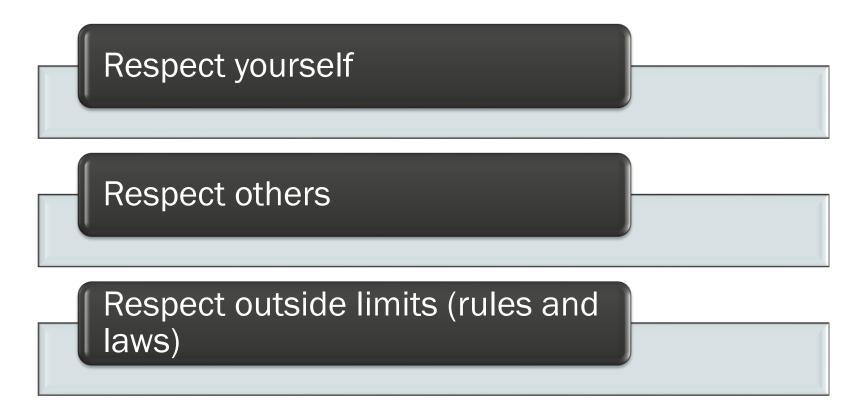
The term digital citizenship refers to the need for adults and children to be responsible digital citizens through an understanding of the <u>use</u>, <u>abuse</u>, <u>and misuse</u> of technology as well as the norms of appropriate, responsible, and <u>ethical</u> behaviors related to online <u>rights</u>, <u>roles</u>, <u>identity</u>, <u>safety</u>, <u>security</u>, <u>and communication</u>.

ETHICAL USE OF TECHNOLOGY

More than just Internet safety and Stranger Danger

Engaging in undesirable behavior, ranging from Cyber-bullying of another, to plagiarism, to behaviors that can be harmful to them personally—both now and in the future.

THREE ASPECTS OF DIGITAL CITIZENSHIP



THE DIGITAL CLASSROOM



"As technology continues to transform daily life worldwide, teachers need to prepare children of all ages for the technology skills they will need as they participate in society."





THE DIGITAL CLASSROOM



Teachers in a digital classroom use various forms of technology to enrich their instruction for learning and have classrooms where students can...





- Go online to buy, check out, or view a book
- Present knowledge through creation of videos and podcasts
- Use their creativity to write their own digital books
- Bring inanimate objects to life through animation in an iPad application



DIGITAL LITERACY...WHAT?

Comprised of Three Components:

- 1. Reading digital text
- 2. Writing digital text
- 3. Developing the technical skills necessary to consume and produce these texts

DIGITAL TEXT COMES IN MANY FORMS



DIGITAL LITERACY AND THE MONTANA COMMON CORE STANDARDS...

Simply putting a computer/iPad/netbook in the hands of a child will not meet the digital literacy goals of the Common Core Standards.



CURRICULUM MAPPING: INFUSING TECHNOLOGY WITHIN

Denise Juneau, State Superintendent

"Technology is NEVER to supplant; it is to supplement."



GOAL SETTING



Your skills?

Student skills?

Who will you collaborate

with?





GOALS?

Equipment	
Skills (self)	
Skills (students)	
Collaboration	

USING TECHNOLOGY TO SUPPORT LITERACY

In the age of multimedia, a new kind of storytelling has emerged...Digital Storytelling.

Digital storytelling takes the art of storytelling and adds elements of sound, video, and photo images to create a multi-dimensional tale that draws the reader into the story.

Digital storytelling is an excellent tool to encourage and motivate students to take their writing to the next level.



DIGITAL STORYTELLING TOOLS

Word Processing

Word

Pages

Google Docs

Photo-Editing

iPhoto

Picassa

Picaboo

Drawing Programs

Kid Pix

TuxPaint

ArtRage



USING PHOTOGRAPHS AND IMAGES TO INSPIRE & SUPPORT LEARNING



Facilitate conversations

- Develop emotional vocabulary
- Model desired behaviors



Recall learning experiences

- Develop schema
- Explore the local and global community



- Learn about authors
- Share cultures









Jump-Start Inquiry

Photos

Pursue Inquiry Concepts

Video Clips

Skype

an

expert

ľ

Documentation/Assessment

Capture student thinking/ processes

Student Writing Samples

Dramatization

USING AUDIO RECORDINGS TO CAPTURE POWERFUL MOMENTS

- Create messages for others
- Capture conversation
- Listening options
- Support development of reading fluency
- Publish content-based podcasts
- Publish class books, dramatic readings

!!!

AUDIO BOOK EXAMPLE

www.justonemorestory.com

Storynory

Ebook readers

Project Gutenberg

Montana Shared Library





EXPANDING THE CLASSROOM WITH VIDEOCONFERENCING AND WEBCAMS

Connect

- With authors
- With scientists

Family Involvement

- Sharing work
- Culture

Assessment

 Comprehension and knowledge of book review, content area knowledge, etc...

Office of Public Instruction
Denise Juneau, State Superintendent

SHARING KNOWLEDGE AND LEARNING THROUGH PUBLICATION AND PRESENTATION TOOLS

Video Cameras

Microphones

Voice Recorders

iMovie

Movie Maker

Garage Band

Audacity



MULTI-TOUCH MOBILE DEVICES

"Nobody will uninvent the iPad."

Warren Buckleitner

Essential iPad Guide for Principals





INNOVATION AND PROBLEM-SOLVING

www.Thefuntheory.com





ALL THINGS IPAD

THERE'S AN APP FOR THAT!

APPS FOR DIGITAL READING AND WRITING



QR CODES

http://www.youtube.com/watch?v=JahjmjSULEg





Learning in Hand



TECHNOLOGY INTEGRATION OF THE CLASSROOM IS TO THE CHAPTER THE CLASSROOM IN THE CHAPTER THE CLASSROOM IS TO THE CHAPTER THE CLASSROOM IN THE CHAPTER THE CLASSROOM IS TO THE CHAPTER THE CLASSROOM IN THE CHAPTER THE CHAPTER THE CLASSROOM IN THE CHAPTER THE C



TECHNOLOGY INTEGRATION MATRIX (TIM)

The TIM incorporates five interdependent characteristics of meaningful learning environments: active, constructive, goal directed (i.e., reflective), authentic, and collaborative (Jonassen, Howland, Moore, & Marra, 2003).

TIM: FIVE LEVELS OF TECHNOLOGY

Entry Adoption Adaption Infusion **Transformation**

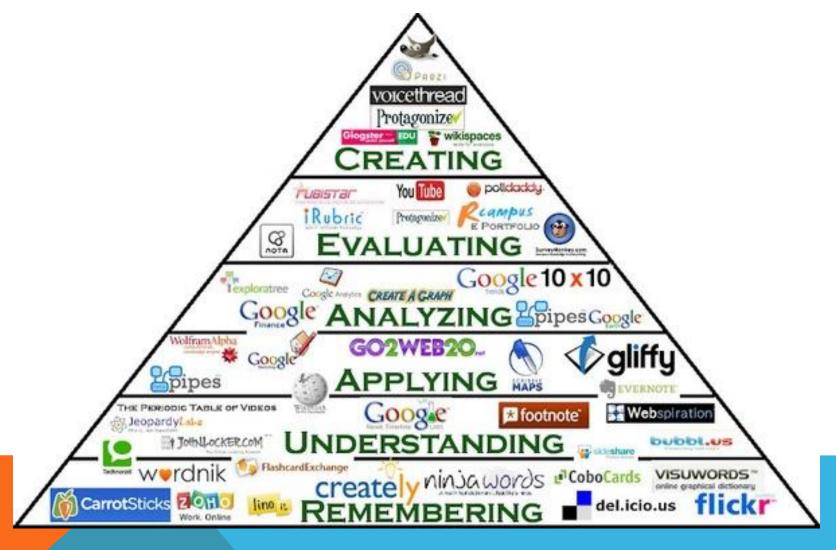
Levels of Technology Integration into the Curriculum

	Entry	Adoption	Adaption	Infusion	Transformation
Active					
Collaborative					
Constructive					
Authentic					
Goal-Directed					





A NEW WAY TO THINK OF BLOOM'S





5 RECOMMENDED SITES TO EXPLORE

- 1. Wallwisher
- 2. Google
- 3. Diigo
- 4. Glogster
- **5. Creative Commons**



WALLWISHER

32 Interesting Ways* to use Wallwisher in the Classroom...and tips*
Let's give it a try





GOOGLE

Do you know the power of Google?

Do you know about Google Docs?

Do you have a Google account?

Explore!





DIIGO

Denise Juneau, State Superintendent

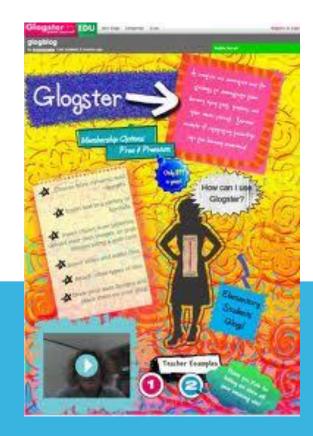
Not a word in a foreign language!
Social Bookmarking
Similar to Delicious





GLOGSTER

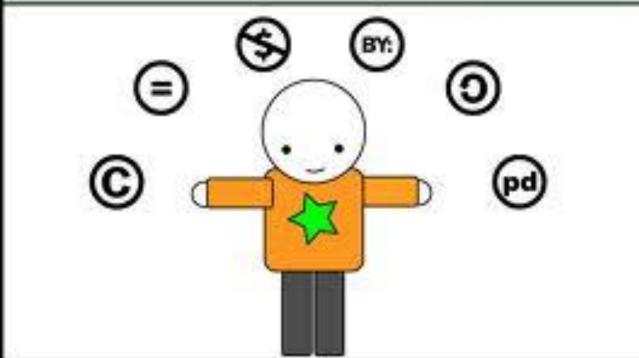
A web 2.0 tool for creating digital posters





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MY FAVORITES!

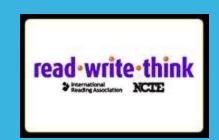






TodaysMeet









TAGXEDO



ANIMATE YOURSELF!

www.Buildyourwildself.com
www.clayyourself.com
www.goanimate.com/videomaker





Terri Barclay

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